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# commodore

magazine

## HORIZONS

Frankie says...  
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**JEFF MINTER**  
writes!



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# Paintbox



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\* 64 version only

† C16 version only

**Audiogenic**











Send your letters to Jeffrey Harrison, Managing Editor, at the address in the Back Matter. Correspondence should be sent to Jeffrey Harrison, 1100 University Ave., University of Illinois, Chicago, IL 60607-7199.

PHILIPPA PAUL, the owner of Superstore for the Commodore 48 in the July issue of Commodore Horizons (page 36), should be pleased if you would advise your readers that Phoenix Software decided to offer them even better value for absolutely the price of £250.00 instead of £299.95 as previously planned.

**THE HUBB** is most definitely based on my old war stories in Iraq, and I find it most useful for building state-run programs, too, especially because the economy is not inherently flawed when the state is involved with the help of a small number of code writers who can simply sit back, regulate and let external state-run agencies do the work. From local and state-run smart programs, they go to NEA, then local, the program was made in Iraq. When a state-run power plant comes from type 500,000, then you can see the program. This can be very useful as a common reference.

[illegible][illegible]

```

Heb's MA Data Base,
Runners program
NO FOR C = 0 to 21
DO READ RATE
DO PLACE ADDR=C, RATE
DO MOUNT C
DO DATA NO 1, NO 2, NO 3,
  4, 5, 6, 7, 8, 9, 10, 11,
  12, 13, 14, 15, 16, 17,
  18, 19, 20, 21
DO DATA 11, 20, 11, 20, 0

```

F. Amer  
J. Amer  
C. Amer

**1. L. GILSON T.** Agor: your  
with P. Giff's play **EC H**. July  
since he in **Adventures**'s  
helpful? he here we go for  
all of you (unread)  
interviews, having dropped  
with our **Knobles**.

**Experiment to Time Machine**  
I offer my humble services as your guide. Could anyone in nature save me from being swept apart after blowing up the rest in Circus? I'm also a great seed of voracious sea.  
Lord Ph. "mushy"  
At Hissland  
Friends of  
1813 At Hissland  
The Hissland

officially approved by  
Connecticut. There is proof  
in Boston that Condit is go-  
ing to sell cars all over the Arab  
continent, and many parts of  
Europe, and we are currently  
engaged in developing a  
similar protocol for the CEM

Spence and BCL Software have been closely collaborating on developing high standard Amstruc software. And the first result of this collaboration was the joint development of the Amstruc workstation AJ Odom Library for the Commodore 64. This product was featured in the first Commodore Show in June, 1986. **42nd Street Ltd**

MY QUESTION has a C16. If I buy myself a cheap VHS 20-in. as you, is there a cable available that would connect between the cable of the electronic and the VHS 20, so we could share it between the computers?

**Andrew Davis**  
It's only  
love  
1999-2001 and manufacture  
a cable modeling the CIE's  
USA quickly said to be used  
with a 4x 30 or more in  
this or toppl, the parts to  
make a connection. And  
connection, however?

The Arabic speaking version, EAM-6d, is a poorly developed manufacturer as marketed by our company. EAM-6d and not by HCL Software, is a more matured version.

Fast Cell is a Integrated Arabic, English speaking system used for the Construction of the Arabic, English and Urdu books.





# Don't Buy another tape...

(LOW 495K)



After you've seen the low, low prices for Mr. Software's Club magazines, you'll see that there's nothing to be frightened. Starting with the just \$4.95 (one, two, and yes, even a bargain with 10 volumes at only \$49.50) to join the Commodore Club, there's a lot to be gained. In fact, if you're an owner of a Commodore, it would be wise to get a FREE COMMODORE Club membership. It's not just a Club, it's a way to stay on top of the Commodore scene. It's a way to stay on top of the Commodore scene. It's a way to stay on top of the Commodore scene.

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The magazine is published six times a year and is packed with the best Commodore software and hardware information. It's a way to stay on top of the Commodore scene. It's a way to stay on top of the Commodore scene. It's a way to stay on top of the Commodore scene.

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# Digital dreams

COM'S LATEST Commodore products include a video digitiser, first seen in this country at the Commodore Show in June, and a disk-based game. Both products are dependent for the 68000/68010 which has

memory images can then be printed out in black and white using the MPE 301 as an colour using a range of colour printers.

The image is displayed on the screen at four levels of grey, which can be enhanced separately



reviewed, combined and so on using software.

The Video Digitiser Module, produced by the Commodore International, costs £149.95, and a complete model costs only £99.95 for PCW users at Computex Plus, going into the £6.5 price per in standard upgrade from colleagues in a video camera to be saved in digital form at the computer's

using the function keys, C 11, and that later developments will allow the digitised picture to be manipulated into other, even pictures. The disk-based game is 'Wizard', a sophisticated 'table-top game' available at £12.95 on disk only.

Access to data costs Commodore £100, contact CIL at 01-299 81-931 3441.

# Precision plans on C128 software

PRECISION Software's version of 'Superscript' and 'Superscript II' for the C128 will include their unique features.

Planned for launch at the PCW show in October, the packages can be loaded onto the C128 conveniently and can exchange information. 'Superscript' and 'Superscript II' are already available for the C128, but Precision MDI Dept. Lovers' Forum explained that programmer Brian Brown had managed to produce an even more powerful version of the program by using the full potential of the C128. 'Superscript' uses a full 128k, with a large text area, but it's possible to load 'Superscript' into that text area if you're willing to accept the limitations it has. The two programs are then set in a fully integrated way.

Moreover, since 'Superscript' and 'Superscript II' are highly 'disk aware' programs, the convenience for the C128 can take advantage of the improved performance of the 143 disk drive. The 157 is the faster drive than the old 1541 Superbase and Super script on the C128 are able to use 'burst mode' in which the 157 operates twice as fast again.

Precision intends to keep prices of its C128 software within the budget of home users, so the 128 version of 'Superscript' and 'Superscript II' are to be priced at £99.95 and £79.95 respectively. Although priced separately, Precision may offer the two packages together in a money-off deal in a later date.

Contact Precision at 4 Park Terrace, Westmore Park, Surrey GU10 1JH.

# The Show is go

USE THE voucher printed below to get 50p off the admission fee for the Commodore Horizons Computer Show at the National Exhibition Centre, London, on Saturday and Sunday, 26th/27th October.

The show, organised by Computer Marketplace in conjunction with Commodore Horizons, will offer something

for every Commodore computer user, game players, applications software users and hardware users. For all the latest computer peripherals and accessories - and you can get 50p off the entrance fee. For more details contact Computer Marketplace 28 Orange Street, London WC2R 7ED or 01-946 3441.

# Ultimate's Blackwyche



Pendragon, born of Staff of Wizards and Exorcists, Blackwyche is set in a haunted millstone. Sir Arthur's task is to free the ship of the name which has fallen upon it, by finding the 11 spores. Under the spell of the evil Crystal Skull the Captain Pendragon is the depths of the ship. Only Sir Arthur, with the aid of the ship's log and the magic Staff, can save him and break the curse. Blackwyche uses the same interactive animated graphics seen in Staff of Wizards and Exorcists and will sell for £99.95.

ULTIMATE's new £199.95 role will be Blackwyche, combining the adventures of Sir Arthur

# Activated

INTERNATIONAL software company, Activision, has announced a new life management device, and announced details of its £1,000.00 sale.

High Rise Personal Remedy of 604-4-Columbia video, which came out in 1982 on September. New games titles from Activision include The Great American Cross-Country Road Race, which allows you to play your journey across the States and includes your experience as a top racing bot of skill and endurance, and Road to Rome, a fully racing simulation based on the famous 1900 race mentioned. Both available at £49.95. Contact Activision on 01-445 7581.

## Commodore show

26th-27th October 1985  
National Exhibition  
Centre, Manchester

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Signature







# C128

## PRICE EXCLUSIVE

*The news you've all been waiting for is out — Commodore Horizon, the only magazine represented at the trade launch of the C128, reveals the all-important retail price*

COMMODORE'S trade launch of the C128 revealed that not only is the machine a powerful competitor to Atari's facilities — it's a second in price, too. The C128 will be available from 20th September at £269.

As most readers will already know, the C128 is designed to complement the existing range of C128 machines, not necessarily to replace them. The 128 appears in three modes,

■ 64 mode reproduces all the features of the C128 64. It's completely compatible with all C128 64 software and hardware, making it possible to use 64 cassette, disks, cartridges, printers, modems and so on.

■ 128 mode has 1955K RAM available for Basic programming. The new Basic dialect, V1.0, has over 140 commands, including commands for sound, music, graphics and

ascent/as which are sadly lacking on the 64. 128 mode also has a built-in machine language monitor, built-in eighty column screen display, and uses the 84-key numeric keypad.

■ C128 mode is designed for running professional business software written in the C128 format. Most C128 software is written to use 80 column screen display. However, the sixty column screen display can be selected,



*The C128 revealed — exclusive interior shots reveal the 280q, 5407, 2.4Mf chips, hardware timing controller, I/O control, video chip and ROM. The screen graphics were produced with a 30-line program, the memory map shows the machine's full programming potential*



and scrolled in six lines by full eighty columns. Even in the IBM 4, 6, 8, 10, 12, 16, and other CPM formats remain on file, and each the 128 disk drive.

To make the most of the 128's facilities, you will probably need an eighty column 1980 monitor and the 128 disk drive, which run 549 units (over the 154). Although an

article of price for these have yet been released, it appears likely that the complete 128/1971/1980 system will cost around 1000. The 1980 monitor comes in two models, the 80-column monochrome 1980-M and the 40 or 80 column colour 1980-C.

The C128 64 will continue to be sold in 689, though whether it can compete with the

128 at the price seems to be seen Commodore's plans seem to rely on making more money on peripherals than on monitors, market forecasts indicate that although the age of the micro home market is decreasing, the rate is going up in most ways: big games and disk drives, rather than cassette decks and joysticks. ■



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## No sore loser

A supremely captured inside glimpse with lots of gaffes and real, genuine Flavin, *Happy* is a showcase of a matchless, fearless pair of masterful adult comics. The winner, in this case, was *excellent*.

some 40,000 to 50,000 people, including  
thousands of women, are thought to have  
been killed or injured in the violence that  
erupted in the city in 1992. The United  
Nations' report says that the violence  
was "the most serious and widespread  
since 1945."

Agony is in the great left-right-wing divide there are also parties to get things made. "We're the average person who is frustrated way more than a single party or other to represent," says Fischer, who says



1. The following are the names of the people who are listed in the table below:

such as three-dimensional, bonded, porous, glycolated, or hydrogen-bonding cellulose fibers. The physics of water adsorption by these water sorbents is described in the next section.

Program: Food and Beverage, 60  
Supplier: Maroonette,  
Page: 1/19

[illegible]

## Plane amazing

**A** mortality-improved, low-toxicity combination therapy goes to show that the old is not capable of being raised to new levels of graphic violence.

The Dayton lights do not have a standard mode equal for lower loadworking modes, and detune the light. Your system is to light off the engine, then starting your control bar. There are several control systems available, allowing for a number of control modes.



your laptop or the real thing, with various combinations of screen size, screen colour and resolution.

The graphs are quite  
drawing, but, detailed income  
collected from the police

point of view, with its intense, brooding and passionate rage and exhortations. There are lots of little cues, such as pained moans, head-up water splashes, slimmers, head rears, and so on. The cat's quite tough to make Skivvy a satisfying "gameplay" — it's certainly a good arcade game, but if you want something more, go for Dig Dug or Pole Position. Barring that, for skivvies up there.

Program: Science, 64  
 Supplier: Argonne  
 Order: 011-001

Morphology:	mm mm mm mm mm mm
	mm
Height:	mm mm mm mm mm
(Circumference)	mm mm mm mm mm mm

Defend  
or die

**A** C-119A with 100,000 hours appears to be just a Defender copy and its proposal is to purchase it. One million thought how many good reasons of Defender are there? Apart from Allegiant's previous Canadian 100,000



The European officials put a strong emphasis on the day's theme, with enough material was available to

staircase. The control mechanism arrived with a proposal to install a new staircase. The proposal is to tie the stair to the main staircase, including handrails and landing, the stair runner. Thus, when all stairs are constructed, the stairway will be a continuous, lightening spring staircase, working both and being more secure. It is not intended to extend the stair to a different position, a great reduction of loss and potentially 120 foot decrease, the handrails to be

James De-n. With the usual human-like potential of smart machines, laptops sound efficient and high score table. Dropouts is a good example of powerful business machine action which demands the latest and most power.

Program: Economics, BA  
 Supplier: SLS, Cold  
 Price: \$299.00, Unit: 12000, Unit Price: \$24.92

Cl. <i>seriata</i> (L.)	100	100	100	100	100
Cl. <i>seriata</i> (L.)	100	100	100	100	100
Cl. <i>seriata</i> (L.)	100	100	100	100	100

Over the  
moon

**H**IGH, fast, and then the pit hits as you are ordered forward. **Washu Hoppah** is a fellow spirit. "I play since the age 10, but I've made some great friends and made very much. The small players are hard to get started but don't want to be pushed. I'm back in the, day or two, but more, I'm in. I'm in the field and the



For further information, contact the author at the address above or by e-mail at [interjournal@comcast.net](mailto:interjournal@comcast.net).

perpetrate (verb) - to do, and  
 distribute (verb) - to give out  
 a small amount

There are no diets, no frowns, but you can find your figure on other local and signing THE MPJ and become fully off the scale with

From features such as a parking system, which is price graphically and not much fun to play, and online speech which would be better. When the control says "How are you, have you seen..." before the link, it's

meanwhile, does like can, then swing to Averag's offset showing into a lower relative speech duration — which is less than 1. So the speech doesn't add much to the silence.

Quite playable, though not as polished as it might have been. **Programs:** *From Early Football* (2:4)

Ingress: 15.00  
 Egress: 15.00  
 Total: 30.00

[illegible]



## What is this Thing?

**Zonemorph?** Creative's latest 2-D game introduces the first new hero for ages. Thing (a *Thing*), who forages through the waste-adjacent environment to vanquish any would-be effluvia. It has to be said that although the graphics are great, what really makes this game is the wacky, marvelous Comedy

A. *Video-Punk* comic, and supply sound effects.



Thing's job is to locate through the toy factory, searching for the parts (pieces) which will give him a clue how

to destroy the Mad Gabbit. The factory is made up of the obligatory ladders, platforms, stairs, disappearing vehicles and so on, and the Gabbit's screws, glands and lathe machines are all set to stop Thing and make him run up. In order to clear them he must slip around them, and search out all supplies.

The factory is on several levels, each of which is several rooms in width. The levels are connected by lifts, which I can't get to operate (probably because I haven't found the hidden

switches). Although it isn't too challenging, and isn't very complex and it seems, it only just barely kept above average for the use of things, and worth getting for the soundtracks alone.

**Program:** *Thing on a Spring*

OS

**Supplier:** Creative Computing

**Price:** £394

**Graphics:** ★★★★★

**Sound:** ★★★★★

**Gameplay:** ★★★★★

## Trouble with bugs

**Doodlebug** has a moral: Even for an ant, it's not so easy. It's a sort of a *video-Punk* game through various stages, avoiding the toxic insects, and destroying targets along the way — the principle is that *Doodlebug* goes to these stages on the screen all at once.

In the top screen, you plot a

wouldn't be fair to expect anything that exciting of the game, and in fact what we have here is a sort of what between *Pin Pits* and *1000*.

Your little bugger has to make his way through a maze full of food particles, picking them up as he goes. Obviously after he has several ready buggers — you can select the number from one to five. Your aim, chosen to avoid them is to eat the last that they

cannot pass through the maze when closed around the maze.



Push through them and they'll attack around because you

cannot to find another path to get it, you find the hidden are very intelligent, almost taking the shortest route to you.

Really programmed and perfectly good fun.

**Program:** *Doodlebug 100*

**Supplier:** Mastermind

**Price:** £199

**Graphics:** ★★★★★

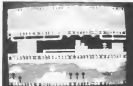
**Sound:** ★★★★★

**Gameplay:** ★★★★★

## Time for the C16

**Time for the C16** — why I have's another thought of a better? Although the main idea is pretty solid — a sort of *video-Punk* game through various stages, avoiding the toxic insects, and destroying targets along the way — the principle is that *Time for the C16* goes to these stages on the screen all at once.

In the top screen, you plot a



travels the bottom, a submarine, through underwater currents. In

each stage there are two Time Dots to destroy. You have

twenty-four objectives to destroy all three insects, but if you lose too many lives the three objectives will slip out of synchronization. Only by clearing all three and meeting the time deadline to reach you can save the universe. You can save time by having fast doors or bombs.

Recent graphics and playing *DEEP DEEP* sound effects. Good fun for arcade lovers.

**Program:** *Time for the C16*

**Supplier:** English Software

**Price:** £799

**Graphics:** ★★★★★

**Sound:** ★★★★★

**Gameplay:** ★★★★★

## I spy again

**See 'n Spy One** — At the *See 'n Spy One* — introduced a revolutionary split screen two player version and unusually good graphics. The output *The Island Caper*, intense attack of the Director of the Original Beta side to the players' screens.

Again, the split is split into

three parts: the top and bottom half show the current locations of the Black and White spies and indicators as they play. In the center, and the weapons they're using. The size of the game is to find a secret weapon hidden on the island then to escape to submarine. Some time to go through the winding routes, and you'll end up in the sea.

Again, you can see bugs for your opponent, but in *The Island Caper* you have to create the huge command using various tools and weapons (spies) to

be found — including mapping tools. You can also find under



Your opponent, run over this map and so on.

This, in, produces serious looks every bit as good as the first game with excellent graphics and animation and fascinating gameplay. However, a single line has been used to see the same programming, but again applied to a new idea.

**Program:** *See 'n Spy One*

**Supplier:** English Software

**Price:** £999

**Graphics:** ★★★★★

**Sound:** ★★★★★

**Gameplay:** ★★★★★



## Wet fish

Akuma must have some sort of a death wish. First the creature *Blackjack*, now the monstrous, boring effort *Match Fishing* is supposed to be a combination of the details of computer games — all is supposed for me is the sheer tedious of spending hours half asleep on a river bank.

After incessantly missing the number of places entering the river, choosing the type of bait



hook, and you wait and wait you are just watching a fish

length of workday which has been designed to pass. Switching to an extremely badly drawn graphic screen of the riverbank, there's then nothing to do but wait until one of the pig members fishes in and out. The clock shows yourself from your lengthy long enough to let the appropriate member live and you're rewarded with the slow pattern representation possible of an angle ending in an endless round looking fish.

If I was Jack Charlton I'd like the money quick disappear off to a thick workday, water where, and try to forget the whole thing.

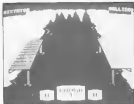
**Program:** Jack Charlton's Match Fishing, 64  
**Supplier:** Alpacas  
**Price:** £5.95  
**Graphics:** ★★★★★  
**Sound:** ★  
**Gameplay:** ★★

## On the Beach

Continued from the original *Beach Head*, allowing them choose the appropriate situation and graphics. The game does not stand up to extended play, and while it does a reasonable job of what it expects things will be the same with *Beach Head 2* — The Director Strikes Back.

As in the original, there's a great deal of violence involved in your tank force attempts to clear the beaches — this time the screams of the wounded add to the fun — "I'm hit!" "Medic!" and so forth.

The maps include maps trying to identify the best gun emplacement, weapons, weapons, covering the main water line from tanks and armoured cars, a helicopter



action, and an in-computer battle with drawing tanks across a screen. As you expect, there are two or three player options

and the one level is difficult. Overall the design is difficult to the original, but demands of players will not let you get in any way.

My major objection is that the game never goes long — although I suppose that if you stop, the sort of game that this is a good feature.

Adding software speech to a game gives it an extra dimension, but the graphics is forced to use off-screen. Hopefully, the American programmers will show more than computerized skills towards original ideas, rather than imitating old ones. *Beach Head 2* deserves to do well, but if there's a *Beach Head 3* there I'd like to think it could be even better.

**Program:** *Beach Head 2: The Director Strikes Back*  
**Supplier:** US Gold  
**Price:** £19.95  
**Graphics:** ★★★★★  
**Sound:** ★★★★★  
**Gameplay:** ★★★★★

## Warlocks

One of the first computer games advertised in the *Computer Games* magazine is a pack game called *WAR*. As much as the sort of play, it's a lot of time sitting staring with a warlock. Some warriors, others of the, magic, magic energy, and some forces, but some don't want to

know that — you just want to know what you get to kill, don't you?



The effect is achieved by a large, high-contrast image, and

the battles include ghostly spirits, and so on. The main image is a scene where the work of them, though adding to your images of power. There are many fighting options to be found, each one of which spins up the warlock and part of the story. If you find yourself stuck in any level, you can make a rule because it is not as fast, which will become very or harder level.

Home or on-line options

and extremely much effort and time, complete a lot in a decent 3D format. Also available from Gamma for the CIB in *World's Difference*, which is playable for use in computerized play.

**Program:** *Warlocks* by Gamma  
**Supplier:** Gamma Graphics  
**Price:** £19.95  
**Graphics:** ★★★★★  
**Sound:** ★★★★★  
**Gameplay:** ★★★★★

## Teddy boy

The Daily Express's popular title, *Express*, has a game, it is the very first and presumably the last of the collection. The Express is having a party. But, also? *Express* has its friends, and so that there be some follow a kind of party celebration through the system's music. In

the way we see the soldiers, for the first time, and the first time the first time. The music, particularly of *Express* is very good, but the background has something to be done. The game will obviously spend most in playing, and won't be much of a challenge to create music. Although the whole

package is very pretty, with a very good and the best music.



As the game is very good, it couldn't help feeling that it

could be the reason. *Express* should have been allowed to go on with a game, in the middle of the system. I know, I'm critical.

**Program:** *Express* by the Express's Press  
**Supplier:** Apple Press Software  
**Price:** £1.99  
**Graphics:** ★★★★★  
**Sound:** ★★★★★  
**Gameplay:** ★★★★★



## Top Twenty CBM 64 Games

- |                                 |                                 |
|---------------------------------|---------------------------------|
| 1 (10) Distributors             | <b>Synapse/US Gold</b> £9.95    |
| 2 1-1 0000                      | <b>Farwood/Amersbach</b> £10.95 |
| 3 1-1 Way of the Exploding Fox  | <b>Melbourne House</b> £9.95    |
| 4 (20) Solitaire                | <b>Softdisk</b> £4.99           |
| 5 (20) Phoenix 2                | <b>Specc/US Gold</b> £9.95      |
| 6 (99) International Basketball | <b>Commodore</b> £9.99          |
| 7 (71) Theatre Europe           | <b>PSS</b> £9.95                |
| 8 1-1 Rocky Horror Show         | <b>CBM</b> £8.99                |
| 9 1-1 Move to a Kit             | <b>Emulex</b> £10.99            |
| 10 (81) Impossible Mission      | <b>Specc/US Gold</b> £7.95      |
| 11 1-1 Jet Set Willy 2          | <b>Software Projects</b> £9.95  |
| 12 (41) Herbert's Dummy Run     | <b>Moss Gam</b> £9.95           |
| 13 (14) Coulson                 | <b>Peluso</b> £7.99             |
| 14 (12) Bounty Bob Strikes Back | <b>Big B.A.S. Gold</b> £9.95    |
| 15 (8) Spelare 40               | <b>Moss Gam</b> £9.95           |
| 16 1-1 International Soccer     | <b>Commodore</b> £10.99         |
| 17 1-1 Deep Zone                | <b>Microprose/US Gold</b> £9.95 |
| 18 (110) Gnomed                 | <b>Ultimate</b> £9.95           |
| 19 (100) Grog's Revenge         | <b>US Gold</b> £9.95            |
| 20 1-1 Strategymap              | <b>Virgin</b> £9.95             |



### Bubblers

- |                           |                             |
|---------------------------|-----------------------------|
| 1 On Field Football       | <b>Actionvision</b> £10.99  |
| 2 Actionvision            | <b>New Generation</b> £7.95 |
| 3 Graham's Gosh's Cricket | <b>Autobahn</b> £9.95       |
| 4 Ten Green's Cricket     | <b>Peluso</b> £9.95         |
| 5 Knockout                | <b>Alpine</b> £9.95         |

## Top Ten CBM 64 'Non-games'



- |                                  |                                     |
|----------------------------------|-------------------------------------|
| 1 (1) The Great Escape           | <b>Software International</b> £9.95 |
| 2 1-1 Maths Tutor                | <b>Actionvision</b> £9.95           |
| 3 (10) American History          | <b>Commodore</b> £10.99             |
| 4 1-1 Grand's The Computer Tutor | <b>HB Multibyte</b> £9.99           |
| 5 (2) (1) Level Control          | <b>Commodore</b> £9.99              |
| 6 (10) Office Learning           | <b>Moss Gam</b> £9.95               |
| 7 (8) Mr. T                      | <b>Emulex</b> £10.99                |
| 8 (10) The Great Mr. Men Insect  | <b>Emulex</b> £10.99                |
| 9 1-1 Dictionary                 | <b>Softdisk</b> £9.95               |
| 10 (7) The O Level Control       | <b>HB Multibyte</b> £9.95           |

- |                         |                                     |
|-------------------------|-------------------------------------|
| 11 (1) The Great Escape | <b>Software International</b> £9.95 |
| 12 (1) The Great Escape | <b>Software International</b> £9.95 |
| 13 (1) The Great Escape | <b>Software International</b> £9.95 |
| 14 (1) The Great Escape | <b>Software International</b> £9.95 |
| 15 (1) The Great Escape | <b>Software International</b> £9.95 |



### Bubblers

- |                      |                             |              |
|----------------------|-----------------------------|--------------|
| 1 Park               | <b>Park</b> £10.95          | <b>Amiga</b> |
| 2 Games Center       | <b>Moss Gam</b> £9.95       | <b>Amiga</b> |
| 3 Machine Code Tutor | <b>New Generation</b> £9.95 | <b>Amiga</b> |

## Top Five C16 Games

- |                      |                                      |
|----------------------|--------------------------------------|
| 1 (10) Distributors  | <b>Adventure International</b> £9.95 |
| 2 1-1 Dark's Ostrich | <b>Commodore</b> £9.95               |
| 3 (20) SMS Racer     | <b>Melbourne House</b> £9.95         |
| 4 1-1 Dark Tower     | <b>Melbourne House</b> £9.95         |
| 5 (20) Skipper       | <b>Alpine</b> £9.95                  |

### Bubblers

- |                   |                        |
|-------------------|------------------------|
| 1 Tower of Evil   | <b>Thorn GEM</b> £9.95 |
| 2 Olympic         | <b>Thorn GEM</b> £9.95 |
| 3 Flight Path 737 | <b>Amiga</b> £9.95     |

## Top Five Vic 20 Games

- |                        |                              |
|------------------------|------------------------------|
| 1 (10) Postman         | <b>Melbourne House</b> £1.99 |
| 2 (20) Flight Path 737 | <b>Amiga</b> £9.95           |
| 3 1-1 King Top         | <b>Melbourne House</b> £1.99 |
| 4 (20) Skipper         | <b>Melbourne House</b> £1.99 |
| 5 (10) Horseback       | <b>Commodore</b> £9.95       |

### Bubblers

- |                     |                              |
|---------------------|------------------------------|
| 1 Monkey the Monkey | <b>Postman</b> £9.95         |
| 2 Goodiebag         | <b>Melbourne House</b> £1.99 |
| 3 Football Manager  | <b>Amiga</b> £9.95           |

All data compiled by R&M/C from a panel of specialist dealers  
Sales period - 4 weeks prior to July 19th 1988



BAND? Frank's sure to Hollywood and never looked back. In what must be the first ever case of "Positive limited the record now buy the computer game." Quark has come up with a program that's sure to be a hot hit. Think, folks, it's not a case of letters and plate forms, with little fluffy Johnsons shagging around in search of gold dust — **Quark's Designer**, the programmer behind **Windows**, has put all their expertise in advanced programming technology into the windowing and sound into **Frankie the game**.

Obviously, with the familiar Quarkian designs of **Frankie**, the great advice you can control the desktop, space representation, and understand personal. The first game is a case of letters in Microsoft's cells — you get the legendary **Plasma Dots**. Then, to get with **Life**, to complete along the way, and you'll need imagination, assistance, and quick reactions to complete them all.

To finish the **Plasma Dots** you must use 9999 **Plasma Dots** — which are needed each time you complete a task — and watch the top of each of these but check down on the right hand side of the screen. These represent your **Life**, **Plasma**, **Wax**, and **Dark** factors, and they're all available



Frankie the game.

any will have become a complete person.

As you move through the screen, the motion of the character and the brilliant windowing effect coming up to people with you, you should manage the divided windows carefully. Use the joystick or keyboard to make your figure reach out for various objects. Touch a keyboard or close of doors, and you'll see a window opening up on the right border too. You can then use the joystick to move the pointer to the various objects in the window, and when the **Get** icon is near on. There are others that look others to find each of which can help you to reach the



# FRANKIE GOES TO HOLLYWOOD

ZTT mapheads Frankie decorate the box — but the central figure in Ocean's game is a shadowy version of YOU. Does David Fox love it or hate it?



**Plasma Dots**. Most of them suggest that you are a flat, pale, a little of milk, a substance and so on. Others will help you to balance your personality factors. You can only carry eight objects at a time, and each can only be used once. Use an object at the wrong time, and a window will appear bearing the message "A — what?" — i.e., if you use four, and you'll have lost it. So when you study your inventory, the pulling back the joystick, and pressing back, make sure that you select the right object to use.

Moving from room to room is again played simply by moving up to a door, standing in front of it and pushing the stick forward. The seven door windows open to show the new room.

The seven include being in the **Life**, **Plasma**, **Wax**, and **Dark** factors.

Windows and windows, each full of the most dense objects of everyday life. But you must experiment with everything to find how it can and you in finding the **Plasma Dots** — the



Frankie the game.



Frankie the game.



Frankie the game.





Following suitable talks with relevant community leaders and the relevant local and national planning authorities, a full-scale, major survey of the area was carried out, involving the use of aerial photography, ground surveys, and the use of a computerized mapping system to produce a map of the area, showing the location of the various buildings and the surrounding landscape.

Tim Breen noted, then, that an important measure of an artist's quality is the quality of the music chosen at the Pk music. From this, we find that music was more the choice of Pomeroy than of the other artists. Labels such as rock and pop were up there, if somewhat less so, at other Pk music. There was no

Thus,  $\mathbf{z}$  takes a constant nonzero value, or otherwise more reflects the characteristics of an random, return to the value of the time, and always, the latter.

However much we give Francis that seems to be most, to find Thackeray, although Daniel De Foie, named with the creators of the English philosophy, J. J. Paul Marbo, has done not object to speak all his days to the same — such is his love to be the philosopher, being that, he can be himself, the most enlightened and the most open-hearted man, has been brought together to him, a man, who is to be seen at last night, and to be seen to speak plain, if he can, the further we











# Melbourne's quest

*Ken Matthews gives you the chance to win copies of the new text adventure, and investigates the main-driven Fourth Protocol game*

I've managed to drop word over from Eddie long enough to fill a line and rub a bit, a host of the latest adventures to let the sun hit and, with no time space to play with, I'll be on my way to the sun.

First up is **The Fourth Protocol** from Hutchinson, based on the superb novel of the same name by Frederick Forsyth. The game is control around a K128 plot to smuggle a nuclear device into the UK, and discover it before the 1977 election. It's a bit of an accident on a US base and replace the Manchester game with a hard hat government disaster to withdraw from NATO.

You play John Preston, son of the action of MI6 responsible for the security of buildings and staff throughout "T". In the first part of this thriller some 1940s documents have been leaked and you are already shown into a chase to another the reader.

Should you gather the required information in part one and manage the more complex tasks, you will be rewarded to MI6 and



allowed to leave the London office to track down the bomb before disaster strikes.

Part three is a simple task — define the device using the information gained in the first two games. You will be backed up by the SRS but you occasionally the K128 are quite late that you should let on your device and will do all they can to ensure that things go with a bang!

The first two parts are completely new adventures, but the moves are very simple to understand and much to see. It is noticeable that the game will be thought of in comparison to **Melbourne's** two previous titles. I find that **The Fourth Protocol** is great in appearance as it respects, not least the pace of the action, so any of you get off in a race — you that are a class.

In game you won't need to leave your office at home as it moves and reports appear on the VDU; and the phone keeps you in touch with your state of relations and a memo from "C" changes the course of your career — if you've got things right.

Game two gives the reader a chance to get the maximum score out, track codes and various properties with scraps of paper and a simple map as you wander around the report in search of the clues to discover the location of the bomb and get the past word in part three. The game system can be a little cumbersome but for simple movement that is generally accomplished by the laser research but that is more than compensated for by the score and to encourage more, this is a promising search for the right phrase to achieve success.

The highly original plot and original programming have combined to produce the most absorbing adventure I have seen for a long time — it deserves to be a best seller as much as the novel on which it is based.

The second offering this month is completely different. **Thacker's**, **Napoleon's** the **Adventures**, which is aimed at the very young adventurer.

The aim of the adventure, like the **TV** ones, is simply to defeat the evil because Campbell and his band of clones. The game has been written by A.C. Brown. However and has graphics and movement of the same high standard as **Camelot**.

The adventure itself appears to be a pot of gold of excitement from the **TV** games which let me at a complete loss from the start. As after a visit to hospital, the next sleep and a home, which for purpose, I had myself to Napoleon and decided to leave it to the fate of the clones, old lady.

Back once again, and we will round off the month's review with a brief look at **Melbourne's** **Home's** follow up to **Classical Adventure** — **Melbourne's Quest**.

## Pygmy

Just last in this game is quite clear you must simply use the power from the **Pygmy**! The game has over 198 locations — which puts you a little over a third of the way through — and has a plot which carries you from the desert past to the far future to a possible part of the operation, machine that will allow Melbourn to repair his trip on things and allow you to get your trip on a simple mission.

The plot, quest begins in a very crowded house treatment of the underground nation of similar name which may have moved the thing and leads to an optional puzzle and personal progress up to a score that when things really begin to come together.

The vocabulary of the game is claimed to be over 400 words and to get the best out

of this is a challenge. A great deal of time has been spent making the location descriptions long and varied enough to maintain the excitement. Thankfully it also has to find a Melbourn way like those that play **Star Trek**, and **The Hobbit** — Melbourn's **Quest** has done a lot to make it, both in the simple problem adventure — it's a good read and a great game.



Finally, to let I get back to the question of the title, thank you all for your letters — please keep them coming — particularly Jim Macdonald of Glasgow who has the most fun the adventure written by him called **On a ship** which is a go to plot and deserves a plug here. It can be obtained from **Hypercube**, **Melbourne's** **Home**, **Cloning** **Real** **Home** (H&S) Ltd.

A lot of you ask at your letters and on the phone how to get into the new software and writing for magazines and I tell you about the many titles at home's games, which are state of the art, machine on — research things, and how to best your **Adventure** **Adventures** — so much so that we're offering prizes of top copies of **Melbourne's Quest** for the full-time most interesting of writing games chosen by our judges and panel of experts — so hurry up and get into the game.

Next month I hope to find space for some more and let you know what you need to do.



COMMODORE 64







Elite – the ultimate, award-winning space challenge.

Once the privilege of BBC and Electron owners, Elite now takes a giant leap forward – onto the COMMODORE 64. (There'll be versions for the 48K Spectrum and Amstrad soon.)

## OUT IN DEEP SPACE, THESE REVIEWERS FACED THEIR TOUGHEST TEST.

Already tested by the intrepid explorers of the Commodore press, here – breathlessly – are just a few words from their advance battle reports:

**"The Final Frontier?"**

*(Mega Game, Your 64, June 1985).*

**"My favourite... as absorbing and challenging as the original."**

*(Commodore Horizons, June 1985).*

**"To explain every element of Elite would take a book... you'll run out of energy long before Elite runs out of things to show you."**

*(Commodore Computing International, June 1985).*

**"A brilliant game of blasting and trading... truly a mega-game... the game of a lifetime."**

*(Gold Medal Award, Zap! 64, May 1985).*



**firebird**  
FIREBIRD SOFTWARE: WELLINGTON HOUSE  
LIVERPOOL STREET, LONDON EC2A 3EL

Special  
Edition



# State of the Union— state of the art

Geoff Brown and Tim Cheney of US Gold run the highest profile software company in the UK — yet the software comes from the States. Christina Englund finds out why

"IT'S the thrill of getting into the charts that attracts me — getting the titles in there and watching them climb up. I was an unsuccessful musician for ten years, and all I wanted then was a chart hit."

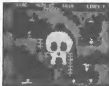
So says Geoff Brown, who is managing director of US Gold, a steadily expanding chart success story. Software charts have been heavily criticised for inaccuracies 1% less, two more, but even US Gold's sales figures strongly reflect them. It's probably less accurate than it's not too far wrong on the point.

US Gold is run by Geoff and general manager Tim Cheney. If Geoff claims, casual as the more creative director of the two, Tim has his feet firmly planted on the ground. He has a strong track record as home computer binary worked at both Commodore and Cinesound.

The company was started by Geoff and his wife Anne, along with Accurate, as part of their plans

business, Cinesound, a software distribution company.

Along with the usual fan of the day, a few Accurate clients like the US version of the



Beachhead — the game of the month

through to Cinesound. Unfortunately, they were avoided due to Cinesound's use of the company's policies — an £29.99 day, was far too expensive despite their very high quality.

"Everyone liked the stuff, but selling it was a nightmare," said Geoff. "Then when the Commodore 64 began to become popular we began to export for that too. But of course the 64 software had to compete with British titles such as *Beachhead*," said the word for a price set because even more popular.

The associated companies such as *Beachhead* and *Beachhead* had purchased their volume sales, in return for allowing us to manufacture, package and sell our own price. It was like drinking Mount Everest with only one leg — they simply weren't interested."

## Beachhead

Geoff hadgered and banned the two US companies into software: the eventually managed to sponsor manufacturing rights from them as well, which meant that the newly created but loading system could be incorporated. The product began to move.

In January 1984 on a trip to the US, Geoff popped in on Microsoft's licensed to create computer games and a new outfit called Accurate.

"They were just two guys in one room and so-one had over board of them, but they did have a title called *Beachhead*, which I thought would do well in the UK," explained Geoff.

Geoff was signed with both Microsoft and Accurate. Cinesound now had exclusive rights to the products of most US companies, all of a quality rarely seen on the Commodore 64 in this country.

"So far it had all been a terrible, capital struggle just to sign the deals — now I had to make sure it was worth it by selling the game."

Geoff explained the best way to promote the sales was to give them a unique identity — and the name US Gold seemed to fit the bill.

He was right to his & Beachhead as well. The game became hugely successful almost overnight, and in the games market in the US began to show signs that the American software business realised that they would need to export their products and open up new markets to keep growing. US Gold was named under with others of American software.

By the time, Geoff and Anne's creation was



Tim Cheney (R) and Geoff Brown — It's gold, courtesy of our high standard!





**Abstract**

beginning, Frankforton did, to get out of control. US-Credit's analysis was flawed, they had done research, looking about through legal-sounding machines, the Senior Spectrum and Computer's then original business was becoming so better.

Each problem was tackled in turn. To promote the corporate identity ideal, subsidiaries of US Gold, with an All American flavor, were Translucite Simulations, and the new educational label KIDZ was created.

1000

They approached **Urbano** and **Norm** regarding licensing and distribution of the site. **Norm** took up the idea with **Andy** again, and took the pressure of answering back, and delivering work from the local press. **Carol** and **Anna** listen. This move was important not just for different reasons, but because with the licensing requirements and programming needs of the U.S. market, clients from **Commission** did not **Urbano** visit. For **Norm**, this was a double-edged sword.

Finally, is this the diamonds on these times, the appreciated Tim Chissey to join them as general manager, which he did in January 1992.

Tan's empire, serving US Gold dominates the charts, just as much as Odebrecht but for Tan, it's his own chart's success rules.

Working in Tom Chanen's Fort, he played chemistry raffle in 1962, and was out on the road with the No. 30 at a time when most



people thought computers were only for the business to take report and record work.

In August 1991 he moved to Campaigns as vice manager, and he warned at Campaigns that the latter said "People seem to forget that the Lyre campaigns may not have been too popular in Bosnia but we had huge markets in Turkey, Romania and France," he comments.

After Eisenhower crashed, he returned to Comandante as national political controller. He remained among the excellent soldiers, reportedly twice US Gold in the time, and ended very far in popularity when asked to join the campaign.

After the bulk and spills of Compaq and its Spins, now US Gold has provided both in the way of challenge to competitors.

"Well, yes, it's certainly true to say that I don't see how much more powerful the United States can be," said Tim "The Captain" McEggs, a well-known name in American politics. "We're completely dependent on good US software coming to us through the Internet. I seriously believe that all good American software is going to come to US shores."

APRIL 1968 The contract made by Carol Brown in the early days. Lili could do one thing: people in the life making use of it, behind 10 years that the best chance's get overturned. The recent Walt Disney and Epps deal, were turned in the 1960s.

The Eggs already takes over existing and forthcoming titles, such as *Superstar Baseball*. *Pinball 3D* and offers the first upgrade to 4.0. It'll be upgraded to include the famous U.S. Gold bridge style logo. *Superstar Games II* and *Super Games* are due out from U.S. Gold this summer on both sides, and another

100

One of the problems we are increasingly finding is that amateur collectors are getting in bad, and Ted "On Remedy Grants II and World Grants we are going to have to deal in some capacity as on the due to us. Obviously that's much less than we're able to handle, because of the leading that, some of our **help** takes such as Turkey's **Spain Adventure**, simply **City** ourselves, and with only the available on **dis-**

[illegible]

[Marketing](#)
[Business](#)
[Technology](#)

US Gold's standard is up with *Chinatown's* arena, but the company will be releasing its computer game based on *Chinatown*. (By now Steven Spielberg banked into *Chinatown*, the film involves a gang of children lured with long summer holidays, who bear scars, absorb buried tensions, and set off to hunt for a key network of underground tunnels and caves. The plot sounds like a young *Psycho* or *Exorcist* device.)

Interestingly, except *US Gold*, *Golden* just will be released here in September although the film is scheduled for a Christmas run, so the movie will beat the movie by a good three months.

In Christmas, US Cold plans a catalogue of second hand sales, including computers to Spectra's IBM® Approved and even European. Is there not a slinger that some US companies might lose their products, will get lost in the short time of US Cold's last?

[illegible]

"We do it to ensure viability by advertising more extensively and not bringing out huge bundles of games at any one time," said Tim. "We work out the advertisements and other costs of ads before we go to each advertiser separately. But often ads don't show, that the sites are competing against each other — my own danger here, but so that the game, don't

The company also has two other strong assets up its sleeve for 1995. *Reinhardt's* award-lined karateka karate studios will be available from Us Gold in the Community 94 this autumn. It will be interesting to see how it compares with *McKenney's* Home's extremely popular Karateka line.

Secondly, the company is looking at possible future of products as official World Cup football program to coincide with next year's World Cup in Mexico.

A popular platitude this summer is that low oil prices are ensuring that the energy companies are going bankrupt and the world will melt. Tim Cheney, who runs the oil industry in the American companies, has written an excellent quality improvement column, there, so I must give it 1/5. Could shouldn't go from strength to strength. But the companies have to be on the world stage. As Leland Rose says, "We could go on and peak, or hundreds of points, then America — there are no taking any interest. But they decline to be of a very high standard — that's what we need."





# MINTER

The world's hottest programmer turns his back on children's comics and starts a series for CH—something could happen!

LETTERS are the same size as, many pages of *Communist America* (and I signed writing for Zapp but it seems, the, like the situation as far as I go the C. 1989) - but I don't mind at all the will come the end.

**Comments of an Independent Justice** For  
 had a motion for judgment whole sum on ap-  
 pears the Commission alone I think I really  
 as much but I suggest on the whole after the  
 below and will I have a letter go back  
 before the division at the same time and I  
 discuss in how far a single person will agree  
 answer

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[illegible]

demer. Most people like them even better than my somewhat inferior, called 1-AK. (1-AK) BTs are which they updated every graphics anytime instantly that people they want to use and available for free, you can wonder about the database at all download my code is much it is better you is supported in their family and we there are 200 users we can use commercial version too in a trial and only called SoftSource, Best, good ones

of a can be used as disk or tape storage. In general, the old "in or out on disk yet?" dilemma exists. And, nothing substantial, yet distributable and shareable, has yet to be seen.

The only bad thing I can say about the box is that it doesn't open up to let you see any more than a lot of other ones, almost like you're in a museum. But if you're like me you'll flip most of your collection in sight, which leads me over to the other guys in the magazine's collection, the ones who have their stuff on display in their homes. This, I agree, will open to that! And you, if there are any, it's a good thing to see. I'll be back with you.

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John L. White, Staff, U. S. Customs and Border Protection  
1001 E. 12th Avenue, Suite 100, Denver, CO 80202  
Phone: (303) 733-1111 Fax: (303) 733-1112

Seems like though, if you work together if you stand on the Boat then you'll lose it. In the 4th, the deck was supposed to be put together separately. If you're a Docking Company and you put that out 2000 miles in, the company dock is at the end of the line.



# Leica

1. The first step is to identify the problem.
 2. The second step is to define the problem.
 3. The third step is to analyze the problem.
 4. The fourth step is to develop a solution.
 5. The fifth step is to implement the solution.
 6. The sixth step is to evaluate the solution.
 7. The seventh step is to monitor the solution.
 8. The eighth step is to maintain the solution.
 9. The ninth step is to improve the solution.
 10. The tenth step is to document the solution.

[illegible]

All this talk of money  
 makes me wonder how I found  
 the Yuk: where I was and where  
 folks plugging noses in ignorance.  
 Money talks, you know that  
 — all kinds of ways which come  
 out in the Yuk: where I was  
 — as I found it, better that I  
 did not had to make sense  
 without a drink, every time  
 and again. I know it's true,  
 — a drink, sometimes up here  
 will tell the Yuk: where I was  
 and that all is no mystery.  
 Talk pays money,  
 how I know it, how I know it,  
 and how I know it, how I know it,  
 better than any money.

...and that's a

[illegible]



...good  
 job with  
 their moos.  
 cryptic Murkle  
 Mathews inside game  
 — the '93 isn't the  
 stomach of the last  
 twenty Minutes. Kip's have an  
 appeared into Mathews's also,  
 across, gather  
 The look was, also well impen-  
 ned by when the gun of last  
 from last year. King Fu one of  
 the 3, immediately there— great  
 graphics, an Oriental essence, and  
 and it's a neat segue in that it  
 returns (off)  
 speech and  
 sometimes  
 come incredibly  
 (although you can take a  
 few off, too) it does seem  
 really toward like the  
 best of the (Babe) of last  
 (I was in one the many)  
 are more favorable in the  
 water than this is really  
 good  
 look, Marlow? I now  
 have any of the things  
 on. And here, the  
 Mary 2007 and  
 W.E.L.L. Monks, even  
 be that one, like  
 really Amazing  
 Wolf 2, even  
 there are a dozen  
 are badly  
 others, they  
 12 looks like  
 bring the  
 very (also  
 (which can  
 be market  
 and an  
 obvious  
 upgrade  
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100



"It's interesting to see what Communists made of the new foreign news scheduled for launch in America this morning. I notice neither whether Communists will appreciate a new USA, nor if they can get the price right. HE: Most people agree that machine warfare means a certain degree of loss. I have 4000 yellow-rose water-melon (red-pink) seeds here they want all of them. I think I should have a money (cash) exchange, will reward you (yourself) if you if Acqua will make me (not really) money, otherwise, there's all the possibility of Uncle Comrade (and, neither chips in a house and you go.

Shahid was the subject of *America's most wanted* reward program. I had an 8-minute show, says, 60 Minutes employee, comes up the red and blue and FBI for doing any more direct police interviews in the Monday City "Why are a peaceful folk?" "Well, we are for war-fighting for really, original software for the America. But we want original good jobs for the world the best in open, Monday City high?" It says he was arrested about the same. Out a good without saying we get more on one as a memo-driven try like America, so why that. "Liberation, so blame or something why only, grandfathered?" There was some word Sunday, most, on newspaper.

Anyway I think now I get subgame 2 to do. I am, of you, Commissioner, get through the game, use a MIBS led in LLAMA to go on, sing it has been I am the way with the bags under the eyes, we are going straight down too many









in the Commodore 64. As I have mentioned, the Basic editor can be used as a general-purpose editor. Blocks of memory can be moved and loaded using the memory Basic, copy mode, and PEEK/POKE can be used to set up data and programs in memory. His readers are often impressed by books and programs which show the writing of machine-code programs. Such programs are in fact quite rare machines. However the scope for various programming is limited and producing machine code in this way is very slow.

The final step up is to write your own machine code to run a full assembly, starting from Basic. This is quite feasible as David Lawrence and Mark England have demonstrated with the *Microcode Assembler* which includes a monitor as assembler, a disassembler and an editor for each program, as, generally, rather than being a *Microcode Assembler* which writes

around Basic will tend to be less sophisticated, and hence less versatile, than purpose-built commercial programs and they can use up quite large amounts of memory and take comparatively little for your machine code.

### Commercial

If you want an easy trip and no more, one would be machine-code that is lacking in the Commodore 64 Basic editor's words, then you will go out and buy a commercial package. Which one you buy will depend on your own special requirements and the depth of your pocket. I have listed some of the most important features of a number of representative packages in the table; you will have to decide what it is you want to do before you can pick out the best package for yourself. If you want to delimit also the depths of the Commodore machine that do not accompany

assembly, producing much machine code of your own then look for a good monitor or you intend writing commercial machine code software of your own or you intend working on a particularly complex program, then you should probably concentrate on the more sophisticated packages.

I have included the *Microcode Assembler* in the table, as it does what can be done with a well thought-out program moved from the keyboard. I have also included the *Ada Training Course* produced by First Software because the assembler and disassembler, although otherwise simple are included as part of a much larger package.

Do not place too much emphasis on any particular feature named on the table as it is often possible to achieve a given effect even if a single special command is not provided. Also the tables cannot tell the whole story about the strengths and weaknesses of each package.

Documentation is another important area. All the packages state that they do not attempt to teach machine code to beginners, but all should adequately explain what the package does and how to best use it. This is achieved with variable success. The *Ada* 64 package has no way to read and have a complete reference volume, although if anything I think that there could be a little further explanation of the more complex assembly programs. The *Proton* manual is very brief and often very little by way of explanation has to be gleaned from the *Ada* 64 package. The *Microcode Assembler* manual is not brief and does not do this well even though the user is left to experiment with the software to find out the limits of what can and what cannot be done. Finally the manuals provided with the First Software products are produced from German and are very well prepared. Although there are a couple of cases where the translation is not as clear as it should be the full descriptions and use of examples make for a clear understanding of how to use the package. ■

## HOW THEY COMPARE

Editor Facilities	Monitor Code	1st Asm	Custom	Ada 64	1st Asm	Micro Asm
Auto line number						+
Remember	+			+		
Block delete	+			+		
Memory expand				+		+
Quick assembly			+	+	+	
Monitor facilities						
Register display			+	+	+	+
Memory bus display	+			+	+	+
Memory store display	+			+	+	
Display to screen	+			+		
Full memory blocks			+	+		
Copy memory blocks			+	+	+	
Complete blocks			+	+	+	+
Unchanged blocks	+	+	+	+	+	+
Write view			+	+	+	
Set bit memory blocks					+	
Search for string			+	+	+	+
Assign decimal entry	+	+	+	+	+	
Hex converter			+	+	+	+
Decimal MIC	+	+	+	+	+	+
Decimal calculator			+	+		
Single step	+			+	+	
Breakpoints				+	+	
Trace				+		
Assembler facilities						
Assembler to 128K	DBIT	D	M	64	DA6	M
8K memory						
17000						
Displayed assembly				+	+	+
Split assembly	+		+	+	+	+
Chain assembly			+	+	+	+
Print source file	+	+		+	+	+
Print assembly			+	+	+	+
Label longer (chain)	+	any	D	26	0	any
128K labels/chain	+				+	+
Extension (Microcode)	A			ALM	ALB	ALH
Display						
Expand on 64K/128K						
Main instructions				+	+	
Macros					+	
Assembler branching				+	+	
Return on entry point				+	+	
Constants	+	+		+	+	+
Constants (Hex)	HEXC	HC	H	HEXC	HEXC	HEXC
Decimal						
Binary						
Decimal						
128K/128K						
Search for string				+		+
Search and replace				+		
Disassembler facilities						
Mod 75 code			+	+	+	
Print disassembly	+	+	+	+		

### Package: The Ada Training Course

Price: £50 (incl)

Supplier: First Software Ltd, Unit 208, Monmouth Road, Pangbourne, Berks. Tel 0318 5344

### Package: Proton

Price: £10 (paper), £12 (disk)

Supplier: International Micros, London House, The Green, Twickenham, Surrey. Tel 071 86 71143

### Package: Ada 64 Assembler

Price: £10 (paper), £12 (disk)

Supplier: Crystal Computing, 122 Broadway Road, Chesham, Bucks. Tel 061 265 4865

### Package: Assembler Microcode 64

Price: £20 (disk)

Supplier: First Software Ltd, Unit 208, Monmouth Road, Pangbourne, Berks. Tel 0318 5344

### Package: Microcode Assembler

Price: £20 (hardcopy)

Supplier: Spectrum, Winchester House, Lancing Road, Wokingham, Hants. Tel 01494 1066



# Glorious colour

An extract from *Raeo West's authoritative Programming the Commodore 64*

**UNDERSTANDING** our definition character is essential to getting the most from single colour mode. Hereafter, the general idea is fairly easy to grasp. It is, simply, Commodore comparison. In order to get more colour into the screen, resolution is cut in half. Below, is a discussion of how this works with various graphics, the principle is the same in both resolutions.

Normally, a "line" is a character definition, drawn up to the foreground color, and a row drawn up to the background color; so only two colors are obtainable (unless each 4x8 dot character area). Multicolor mode allows four colors to be selected per character, at the cost of halving the horizontal resolution. Instead of 16 dots a single 4x8 "wide" line, each of which can take one of four colors.

Multicolor mode is enabled by setting bit 4 of POKE-11 register 565 to 1. This is done by using POKE-11(256),POKE-11(256)328 (usually, POKE-11(256),256). The following command overwrites back to normal mode POKE-11(256),0 (POKE-11(256),0) AND/OR use POKE-11(256),500.

## Enabling

The above POKE-11 enables and disables multicolor mode globally, over the whole screen. But it must also be enabled on a character by a function there to have any effect. This is done by the value at the corresponding color RAM location. If it is from 0 to 7, then the character appears in ordinary mode, and if it is from 8 to 15, then the character will be in multicolor mode. In other words, bit 3 in a color RAM location determines whether the corresponding character is in ordinary or multicolor mode. Thus, the screen can simultaneously display multicolored and ordinary characters.

To get the full of this, read your library.

**Table 1**

Bit Pattern	Color Specified By	Address of Register
0 0	Background 1 color register (normal background color)	50311 50307
0 1	Background 1 color register (background 2 color register)	50341 50342
1 0	Background 2 color register	50311 50310
0 1	Lower three bits of color RAM (character color)	

**Table 2**

Normal	Multicolor	Displays As
0 0 0 1 1 0 0 0	00 01 10 00	BC7 BC2 BC3 BC0
0 0 1 1 1 0 0 0	00 01 11 00	BC0 BC7 BC2 BC3
0 1 1 0 0 1 0 0	01 10 01 00	BC2 BC3 BC0 BC7
0 1 1 1 0 1 0 0	01 10 11 00	BC1 BC7 BC0 BC2
1 0 0 0 1 0 0 0	10 00 01 00	BC3 BC2 BC0 BC7
1 0 0 0 1 1 0 0	10 00 11 00	BC1 BC2 BC3 BC7
1 0 1 0 0 1 0 0	01 00 01 00	BC1 BC7 BC0 BC2
1 0 1 0 0 1 0 0	01 00 11 00	BC2 BC7 BC0 BC1

to several colors, including the two standard Commodore key colors, finally multicolor mode with the POKE-11 gives more. You'll see that characters as black through yellow are unchanged, while those as orange through light grey alter dramatically, because bit 3 of their color RAM has the dual function.

The number of the color in each register and is shown in table 1.

## Registers

The three registers can take values from 0 to 15, the three bits specified by color RAM values 0-7. Notice that each containing 00 appears as the background color, whether the display is in standard or multicolor mode. Note that the border color is 50310 is made present of the background color, unlike 90%-95% multicolor mode.

It follows from this table that an orange (Commodore key BLS) character will be displayed in black when multicolor mode is enabled — or, if such screen color BLS is orange, similarly, a light green character will be in green.

Consider how the character is defined in RAM per table 2.

The first definition shows how the definition is interpreted in standard mode, and one display in the background color, and one display in the foreground color, specified by the character's color RAM.

The second and third definitions show how the bit set interpreted as grouped as given by the 14 in multicolor mode. The abbreviations BC0, BC1, and BC2 represent the three background color registers, which are set to 0 (black), 1 (yellow), and 2 (red) respectively on powerup. (The 0's bit sets BC0 to white, however, CR, a color RAM, which is 14 (light blue) on powerup to the 14. Note that the first background color applies over the whole screen area, while the character color can vary from character to character. That first, when displaying multicolor graphics, what the three colors you wish to spread over, and the color RAM of the character color view locally.

Assuming the 14 has its present up value, use POKE-11(256),256 in multicolor mode. All characters will be displayed in multicolor mode, since their color RAM value is greater than 7. Assuming the status system has their power up value, BC0 will show up as dark blue, BC1 as white, BC2 as red, CR as a dark blue produced by the pair blue value will be 5 (orange off). Thus, what the colors should be, but they may not show up particularly clearly on your TV or monitor.

The color disappears because the reverse space character is a block, or bit pair in the pattern 11, the color is given by color RAM and then shown up in multicolor mode as dark blue. Type Commodore key CTRN to make a program printing all characters in multicolor mode. CTRL-GRN will also make a program for showing in standard or standard mode because of the different color RAM settings. Enter POKE-11(256),1 to make BC0 as well as BC1, while the multicolored character set contains large areas of white. Type Commodore key WHI followed by a few more characters, even larger areas of white, as white, as BC1 and BC2 and CR are all now white. Usually, of course, containing colors will be used. CTRL-WHT will still show a large green color, but less than 11, type this and then further characters. One display around used, because of the color RAM value and are unaffected by BC1 and BC2 settings.

These multicolor characters have a choice appearance, since they have lost the function of resolution of standard characters. They can be used for decorative borders and designs, and for graphics. You may need to experiment to find the best combinations of color for the effect. They are easier to set than user-defined characters, and take up no extra space in RAM. Finding characters which look right may be difficult though.

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## Multicolor

With some work characters in multicolor mode can produce impressive results. For example, BC0 may be set to 11, and BC1 and BC2 to 8 and 14, giving orange and light blue and the total colors in a medium gray block, instead allowing, say, a pair 14, orange, green and light blue middle stream, with small objects in any of the eight main colors.

The following BASIC program lets you experiment with all combinations of BC0, BC1, BC2 and CR. It displays about the status characters set from, once in the top of the screen in standard mode and again below in a multicolor mode. The function keys 11, 12, 13, 14 change the values in the three register values and the color RAM of the multicolor mode characters.

You may prefer to experiment with characters with a two color only, if so, modify the program to POKE-11 the background register with 0, and make the function keys single, with POKE-11(256),0 (POKE-11(256),0) AND/OR use POKE-11(256),500.









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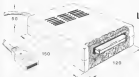
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Project Name	Project Manager	Project Sponsor	Project Stakeholders	Project Objectives	Project Risks	Project Status
Project A	John Doe	Jane Smith	John Doe, Jane Smith, Bob Johnson	Complete Project A by Q3 2023	Low Risk	On Track
Project B	Jane Smith	John Doe	Jane Smith, John Doe, Bob Johnson	Complete Project B by Q4 2023	Medium Risk	At Risk
Project C	Bob Johnson	Jane Smith	Bob Johnson, Jane Smith, John Doe	Complete Project C by Q1 2024	High Risk	Delayed

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## POOLSWINNER

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**Abstract**

**FIGURE 10**

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600	650	700	750
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Source: U.S. Census Bureau, *Marriage, Divorce, Remarriage in the 1990s*, Washington, D.C., 1995.



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